

Introduction

SK-01-0389

Recording and editing sounds

Both the Synclavier Digital Audio system and the Direct-to-Disk system have access to 200 sequencer tracks.

The instructions in this manual are for recording and editing from the Synclavier keyboard.

Instructions for recording and editing from the terminal are in the *Sequence editing manual*.

The sequencer

The internal 200-track sequencer records and plays back musical notes, MIDI data, sound effects, Foley effects or dialog from either the Synclavier or Direct-to-Disk.

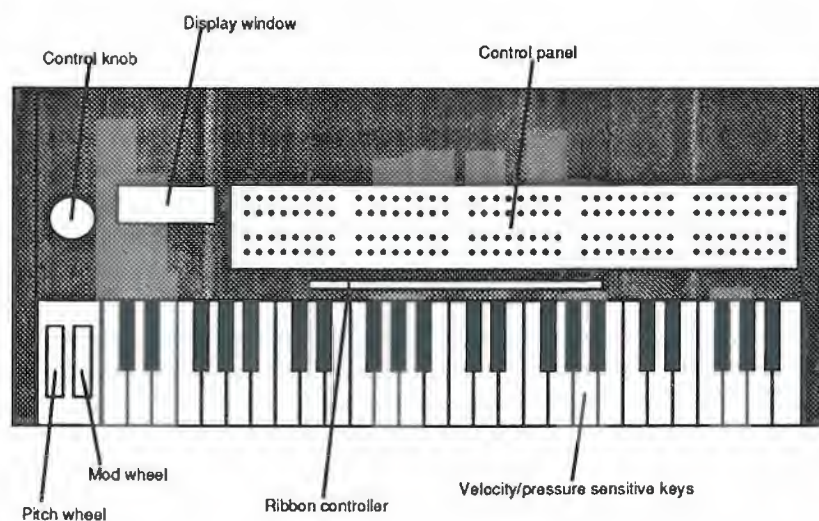
You can record musical notes into the sequencer using the Synclavier keyboard and control panel or any MIDI keyboard, sequencer or drum machine.

You can also enter notes directly from the terminal keyboard either in computer music notation using the Recorder Display or the Event List Editor or in standard notation using the Music Notation Display.

You can also place audio events recorded with the Direct-to-Disk system onto sequencer tracks. During playback, the sequencer triggers each of these effects at the appropriate time, assuring precise audio synchronization.

For recording or playback, you can trigger the sequencer from the keyboard control panel or lock it to picture and trigger it by incoming SMPTE time code.

Velocity/pressure keyboard



Recording and editing sounds (con't)

Sequences

Any series of musical or audio events recorded into the sequencer is called a **sequence**.

The **current sequence** (the sequence you are working on) is stored in computer memory and remains there until you erase it, recall another sequence or turn off the computer. For more permanent storage, you give the sequence a name and store it as a sequence file on the Winchester hard disk.

Sequence files can be identified with numbers from one to eight or with user-supplied names. Any numbered sequence can be stored to disk and recalled from the keyboard. Both named and numbered sequences can be stored and recalled from the terminal.

Editing from the keyboard

You can perform a number of track editing functions using the keyboard control panel. You can

- bounce, slide or merge tracks;
- transpose individual tracks or the entire sequence;
- insert or delete sections of a track or sequence;
- create loops or chains;
- change track timbres;
- change keyboard or track volume.